Dec. 28, 1926. 1,612,374

C. C. HARRIS

TOY OR GAME

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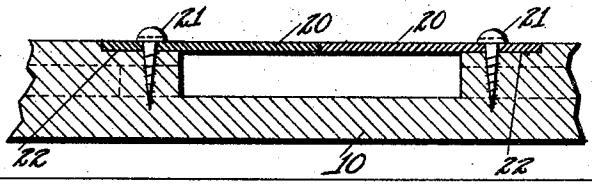


Fig. 5.

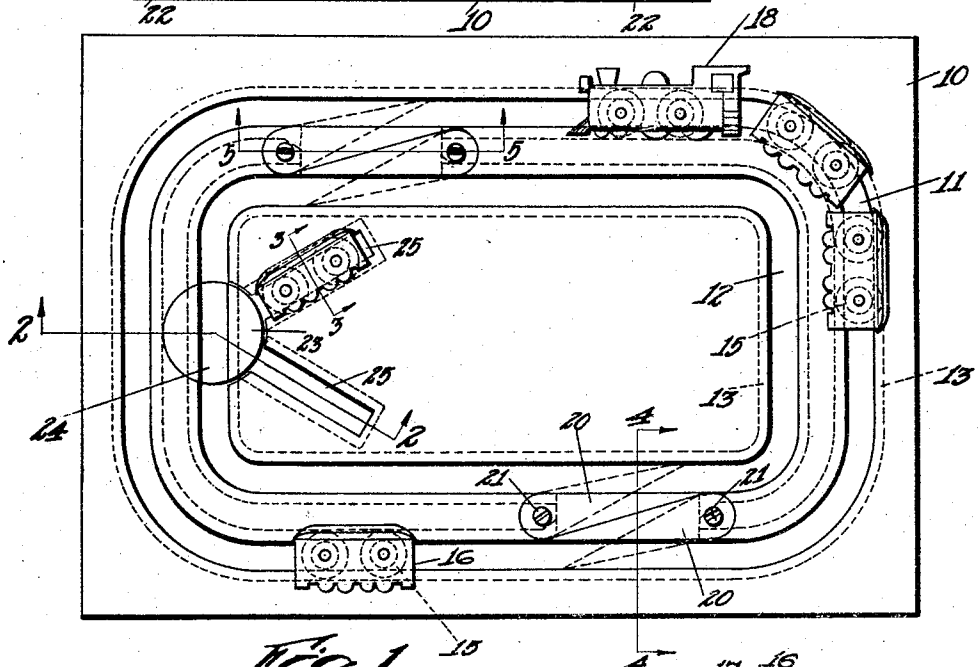


Fig. 1.

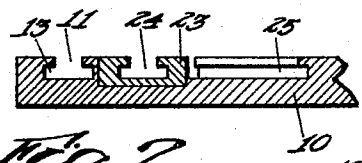


Fig. 2.

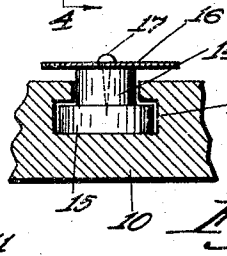


Fig. 3.

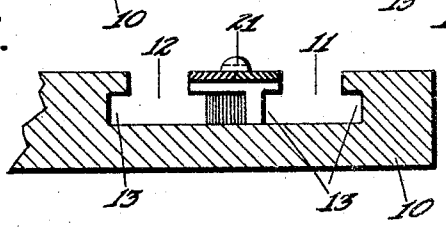


Fig. 4.

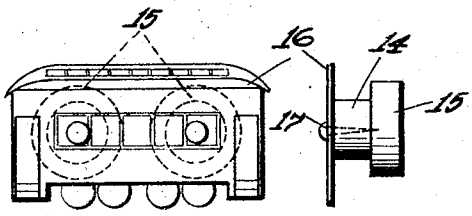


Fig. 6.

Fig. 7.

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UNITED STATES PATENT OFFICE.

CARL CHESTER HARRIS, OF ORANGE, MASSACHUSETTS.

TOY OR GAME.

Application filed May 14, 1925. Serial No. 30,298.

This invention relates to a toy or game especially adapted for use as a railway toy, but capable of general use.

The principal objects of the invention are to provide one or more tracks or guides in a convenient way with representations of engines, cars, automobiles, flying machines, animals, and various other devices adapted to run on tracks or in paths; to provide simple and inexpensive switches easily operated by children to switch the trains and the like from one track or path to another; and to provide a turn-table by which the engine or the like can be turned around and a round-house, stable or the like co-operating therewith; and especially to provide an improved representation of a car, engine, automobile or the like having guides for use in connection with such a device.

Reference is to be had to the accompanying drawings, in which

Fig. 1 is a plan view of a complete toy constructed in accordance with this invention;

Fig. 2 is a sectional view on the line 2—2 of Fig. 1, illustrating the construction of the turn table and round-house;

Fig. 3 is a sectional view on the line 3—3 of Fig. 1 through one of the vehicles;

Fig. 4 is a sectional view on the line 4—4 of Fig. 1 showing the construction of the switch;

Fig. 5 is a section on line 5—5 of Fig. 1;

Fig. 6 is an enlarged plan of one of the cars; and

Fig. 7 is an end view of the same.

For the purpose of this toy or game I make use of the construction of a well-known toy in which a passage-way is employed by which sliding or circular rolling letters or figures can be moved around from one place to another, chiefly for the purpose of spelling. The main part of this passage-way is employed as a track or path without any special modification in the track itself. For that purpose I use a board 10 formed in any desired way so as to have at least two slots 11 and 12, each constituting a continuous track in the board and each having in the slots 11 and 12 extensions 13, on both sides, so that the entire slot is of an inverted T-shape in cross section.

In the slots or tracks I mount pairs of rollers 14, each having a shank passing through the exposed part of the slot and having an enlarged head 15 located at the bottom in the T-shaped part 13 of the slot. Both of the parts of these rollers are cylindrical so that they will either slide around the slots or roll in them according to the way in which they are pushed and the point at which friction on the sides of the slot is applied.

On the top of each pair of rolls I place a plate 16. This is a flat piece of metal or wood and is attached to the rolls by two pins 17 which constitute journals on which the rolls can turn concentrically independently of the plate. It will be seen that the two rolls that are provided for each piece of the game represent in a general way the wheels of an engine or the like, although they are not visible from the top because the top plate 16 covers them. It will be seen that the plate attached to the top of the shank 14 is spaced above the top of the board enough so that it will not engage it and introduce friction, and it will be easy to push them by the fingers. These plates 16 are cut out to any desired shape, and are printed, painted, or ornamented in any desired way.

In the form illustrated one of the plates 18 is formed to represent a locomotive and painted or printed to illustrate such a device, and in connection with it I provide several with the plates 16 fixed to represent cars to go with the locomotive. It will be seen that the train made up of a locomotive and several cars can be run around one of these slots used as a track for the purpose of representing a moving train. They are pushed from behind for that purpose.

For the purpose of allowing the train to move from one of the two tracks to the other I provide one or more switches. Each switch consists of two triangular plates 20 pivoted at opposite points on pins 21 between the two tracks. Each of the switch members 20 has a semi-circular end which is flush with the top of the board at the top and sets on a ledge 22 formed just below the top surface of the board and which has a circular edge fitting the end of the switch constituting a support which will hold the switch up in position. These switches are formed so that when close together, as shown in full lines in Fig. 1, they will form continuations of the edges of the slot and present no obstacle to the passage of trains around the tracks.

When it is desired to use them as switches each one is turned back into its respective track, as shown in dotted lines, when it comes against the opposite side of the track. Each time the train comes around it will go from the track on which it is located to the other. The train can move in either direction through these switches.

In similar way I have provided a turn-table 23 which consists merely of a cylindrical block having a T-shaped slot 24 diametrically across it. This turn-table preferably is without flanges and seats down into a cylinder recess in the table level with the tracks. It does not need any central pivot because it will turn in its recess without it. It is long enough so that the two wheels 15 of a car or engine can both be located within the circumference of the turn-table and the table turned to turn the engine or car. The round-house consists of a plurality of tracks or slots 25 of T-shape arranged radially as indicated. In this way the engine can be reversed, or cars or engine can be left in the round-house while the rest of the apparatus is being used. The turn-table can be lifted out and this serves as the means for putting the cars in or taking them out of the device. They can be set into the recess in which the turn-table is located when that is taken out.

This constitutes a very simple toy which will be interesting to children and provides all the features which a railway has that are of interest in this connection. The construction is simple and of such a nature as not to get out of order readily and it is easily manufactured and makes an attractive toy or game.

It is not essential that the so-called rollers be circular, as when these guides are made of other shapes they can slide around almost as well. The paths for the movable pieces can be formed merely as slots between the pieces of which the top is made and that can be constructed of wood, metal or other materials. Of course it will be understood that I do not limit myself to the use of this as a railway toy, for with cars, automobiles, boats, flying machines or animals represented in the plates 16 it can be used as a game. Although I have illustrated and described certain forms of the invention I am aware of the fact that modifications can be made therein by any person skilled in the art without departing from the scope of the invention as expressed in the claims. Therefore, I do not wish to be limited to all the details of construction herein shown and described, but what I do claim is:—

1. As an article of manufacture, a toy or game comprising a board having a plurality of slots constituting tracks or paths, toy or game pieces adapted to be propelled around the tracks, each comprising a pair of guides fitting in the slots and a plate having a representation of an object thereon placed horizontally over the two guides and connecting them together, and means for switching the game pieces from one track to another.

2. As an article of manufacture, a toy or game comprising a board having a plurality of slots constituting tracks or paths, a pair of triangular switch members which, when closed together, constitute a continuation of the edges of the tracks, and which, when swung apart, leave a space between them from one track to another equal in width to the space between the sides of the slots for guiding the pieces from one track to the other.

3. As an article of manufacture, a toy or game comprising a board having a plurality of slots constituting tracks or paths, and toy or game pieces each comprising a pair of guides fitting in the slots, a plate to which both guides are connected placed horizontally over them, two rollers on the two guides, and means for directing the pieces from one track to another comprising a pair of triangular switch members which, when closed together, constitute a continuation of the edges of the tracks, and which, when swung apart, leave a space between them from one track to another equal in width to the space between the sides of the slots for guiding the pieces from one track to the other.

4. In a toy or game, the combination of a board having a T-shaped slot constituting a track, and toy or game pieces, each comprising a pair of rollers fitting in the T-shaped slot to be rolled therein, and a plate to which both rollers are rotatably connected placed horizontally over the two rollers and connecting them, with a round-house comprising a plurality of radial T-shaped slots extending from one of the tracks, and a turn table by which the game pieces can be turned all the way around or turned around so as to guide them into the said slots.

5. In a toy or game, the combination of a board having a plurality of T-shaped slots constituting tracks, and toy or game pieces comprising a pair of rollers fitting in the T-shaped slots, and a plate to which both rollers are rotatably connected placed horizontally over two rollers and connecting them, with a turn table by which the game pieces can be turned all the way around comprising a cylindrical disc having a diametrical T-slot long enough to receive one of said game pieces, the board having a recess for receiving the turn table with its slot registering with a track.

6. As an article of manufacture, a game piece for the purpose described, comprising a pair of rolls mounted to turn on vertical axes and a top plate pivotally connected to

both rolls at their centers and covering them, said top plate being shaped and ornamented to represent any desired object.

7. In a toy or game, the combination of a board having slots, and toy or game pieces comprising rollers fitting in the slots, with a turn-table by which the game pieces can be turned all the way around comprising a cylindrical disc having a diametrical slot long enough to receive one of said game pieces, the board having a recess for receiving the turn-table with its slot registering with the first named slots.

8. As an article of manufacture, a toy or game comprising a board having a plurality of slots, and toy or game pieces comprising rollers fitting in the slots, and means for directing the pieces from one slot to another comprising a pair of triangular switch members which, when closed together, constitute a continuation of the edges of the slots, and which, when swung apart, leave a space between them from one slot to another equal in width to the space between the sides of the slots for guiding the pieces from one slot to another.

9. In a toy or game, the combination of a board having a slot constituting a track, and toy or game pieces, each comprising a pair of rollers fitting in the slot to be rolled therein, and a plate to which both rollers are rotatbly connected, with a round-house comprising a plurality of radial slots extending from one of the tracks, and a turn table by which the game pieces can be turned all the way around or turned around so as to guide them into the said slots.

10. In a toy or game, the combination of a board having a plurality of slots constituting tracks, and toy or game pieces comprising a pair of rollers fitting in the slots, and a plate to which both rollers are connected, with a turn table by which the game pieces can be turned all the way around comprising a cylindrical disc having a diametrical slot long enough to receive one of said game pieces, the board having a recess for receiving the turn table with its slot registering with a track.

11. As an article of manufacture, a toy or game comprising a board having a T-shaped slot constituting a path or track, and a toy or game piece adapted to be propelled around the path, comprising a plurality of vertical guides fitting in the slot and horizontal rolls freely rotatable on said guides and adapted to be moved along the slot, and a plate to which a plurality of the guides are connected.

In testimony whereof I have hereunto affixed my signature.

CARL CHESTER HARRIS.